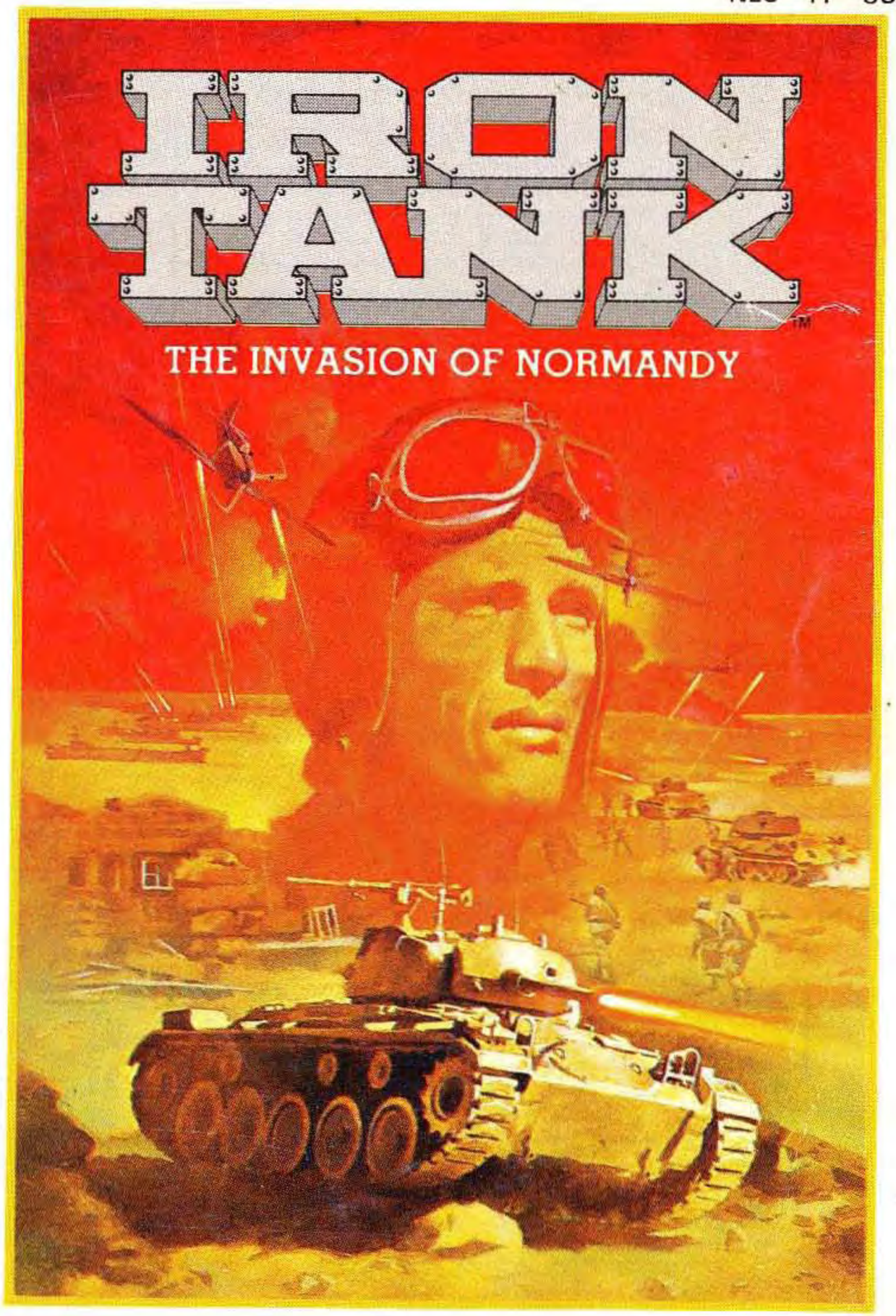
NES—IT—USA

INSTRUCTION MANUAL



SNK

THIS GAME IS
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FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM®

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WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Thank you for selecting IRON TANK: THE INVASION OF NORMANDY from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet and save it for future reference.

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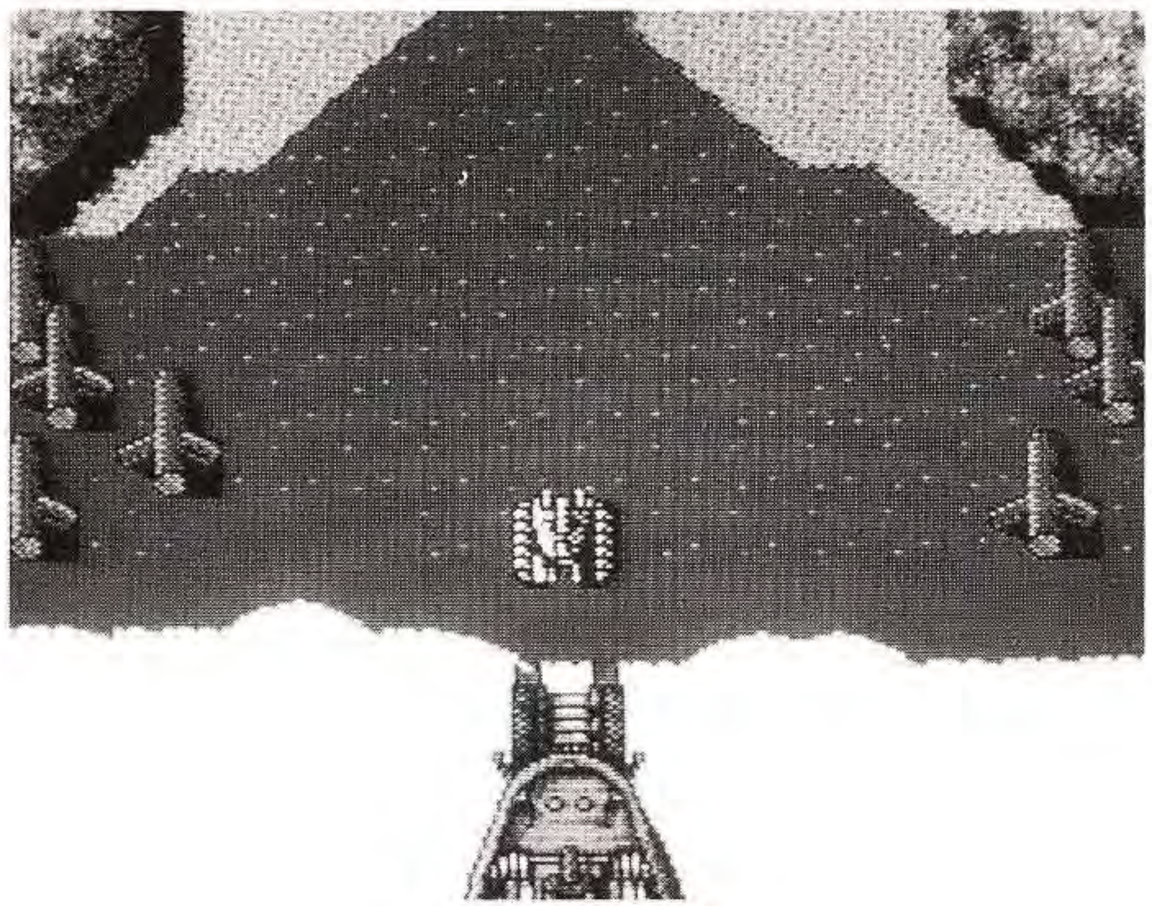
THE STORY

The Date: June 5, 1944. The United Forces are preparing for their final assault on the Normandy Coast. The Mission: Establish a beachhead, break through the front lines, and infiltrate and destroy enemy headquarters.

To spearhead the invasion, they have chosen Paul, from Command Unit 88 – a secret unit known as "Iron Snake." An experienced combat veteran with special forces training, Paul has been called a Man of Iron.

But to succeed in his mission, Paul will need the full firepower of the United Forces' mightiest fighting juggernaut: the Iron Tank!

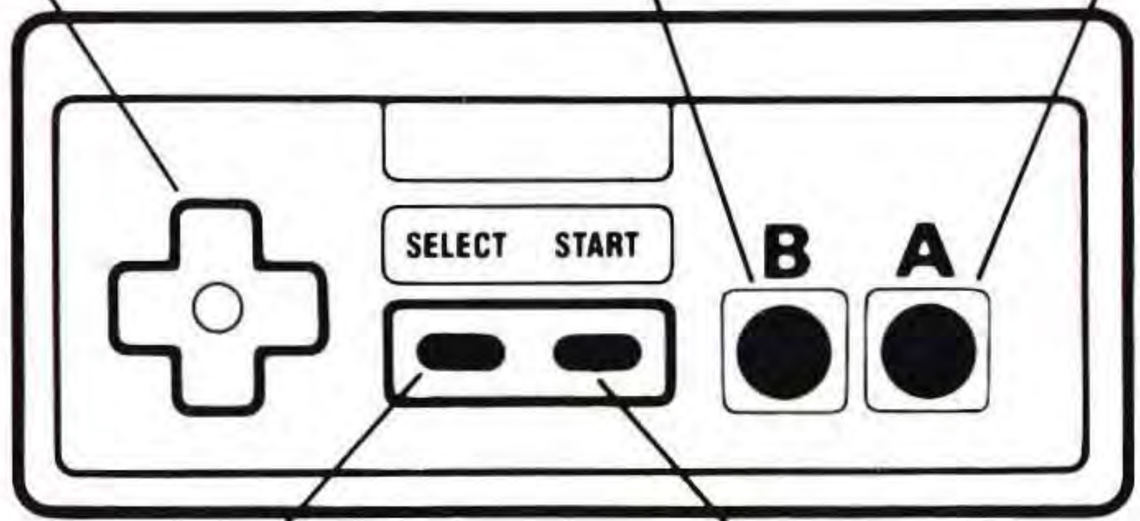


THE CONTROLLER

Control Pad:
Press top of Pad to move Tank upwards; press left side to move left; press right side to move right; and press bottom to move downwards.

B Button:
To change direction of the gun turret, press B Button while pressing Control Pad. Also press B Button to fire machine gun. Press Control Pad to change direction of the turret.

A Button:
Press to fire in the direction of the turret.



Select Button:
Press to get to the Sub-Screen. Press again to return to the game.

Start Button:
Press to start the game; or press while playing to pause game, then press again to continue playing.

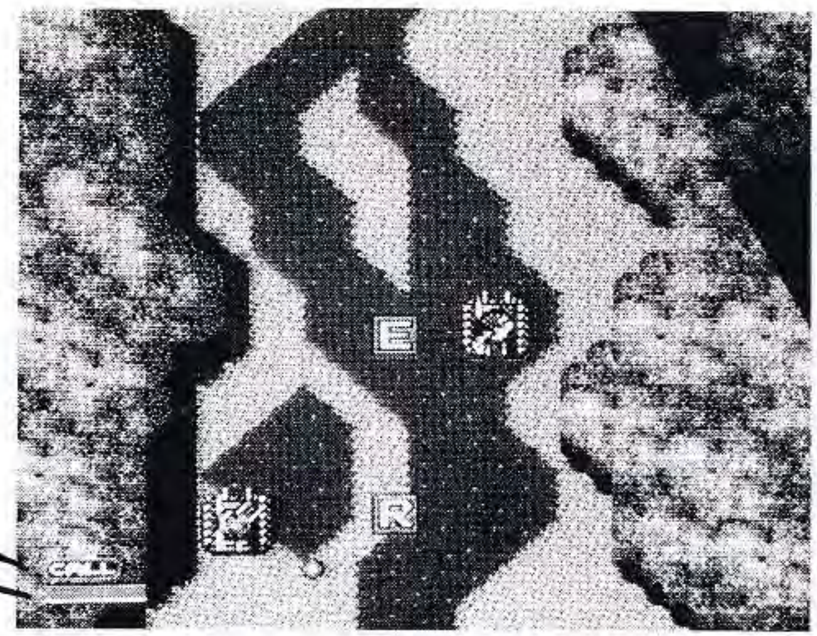
HOW TO PLAY

IRON TANK can be played by one player, or by two players at the same time.

There are several possible ways to invade the enemy's headquarters. You will receive Morse Code messages, and secret information from rescued captives. Use this information to plan your strategy.

Use the map to search for other and better routes to carry out your mission most effectively. You can enjoy the game more by trying a different route each time you play.

The Screen Display



Call Sign

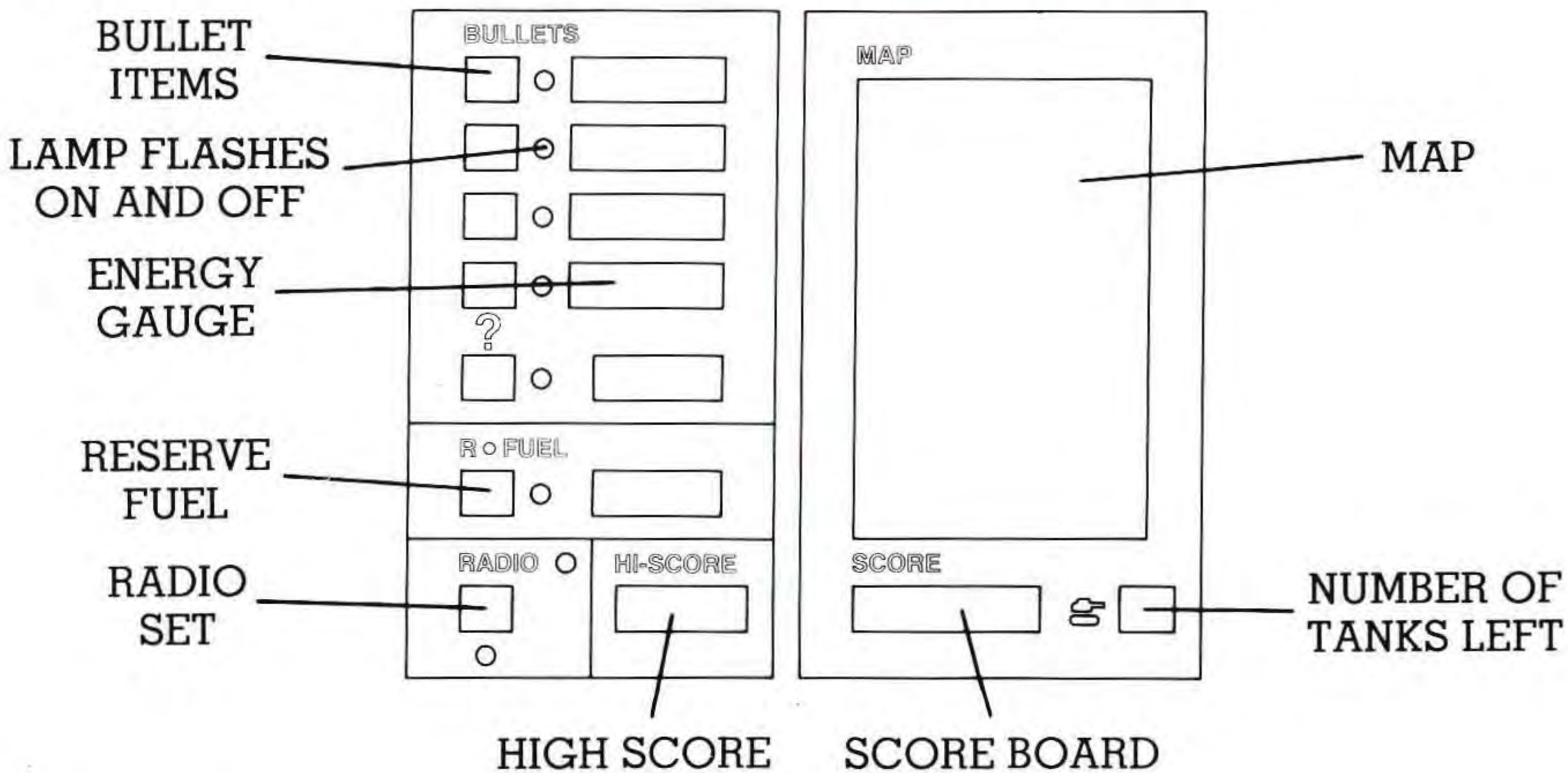
When you are receiving radio messages, the Call Sign flashes on and off.

Energy Gauge

The red part of the Energy Gauge shows how much energy and fuel your tank has. If you run out of energy/fuel, you lose one tank.

THE SUB-SCREEN

Press the Select Button to see the Sub-Screen during the game.



The Sub-Screen consists of two parts. The Map shows the location of your tank. The other half of the screen shows various items you can choose. Press the Control Pad to move the cursor to the item you want, then press the A Button to select it.

Continuation Mode

You begin each game with 3 tanks. If you lose them all, CONTINUATION MODE appears. Press the Control Pad to move the cursor to one of the following:

YES – To continue the game.

NO – To end the game.

PASSWORD – To start the game where you left off the last time you played.

Then press the A Button to select your option.

Radio Set

You will have radio messages from the beginning of each game. This is your source of Morse Code messages and secret information. When you receive messages during the game, the Call Sign flashes and you hear the Morse Code sound.

Press the Select Button to get to the Sub-Screen, move the cursor to select RADIO SET, then press the A Button to see the radio messages on the screen. Press the Select Button again to return to the game screen. (Note: Once you return to the game screen, you can't see the same information twice).

When you rescue a captive or you are dead, the screen automatically goes to radio messages.

POWER-UP ITEMS

Use your Items efficiently. You can continuously get them as complete as the red gauge shows and you can also reserve them. Learn how to use them most effectively by combining them, and by judging the enemy's strength.

Bullet Items

Rapid Firing:
Continuous shooting.

Explosive:
Explosive power increases.

Armor Piercing:
Piercing power level increases.

Long Range:
Shooting range increases.

Possibly enemy's new bomb. Number of bombs is unknown. Can't be combined with other Items.

Energy Items

Energy/Fuel: You are supplied with this. Energy/Fuel gauge appears on the Sub-Screen.

Reserve Energy/Fuel: You can reserve your Energy/Fuel. On the Sub-Screen it is shown as R FUEL.

ENEMIES

Foot Soldier
with machine gun

Foot Soldier
with grenade

Officer with
machine gun

Louis light
armored tank

Gustafu medium
armored tank

Waltar medium
armored tank

Becks Haus heavy armored tank

Puma heavy armored tank with 3 turrets

Folten heavy armored tank with multiple turrets

Fritz firing train

J-Type armored train

Werner 109K fighter plane

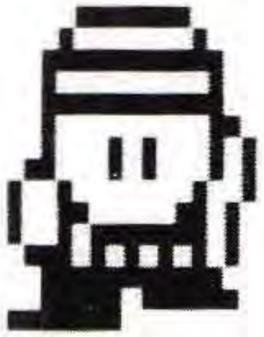
Hans turret

Think Tank
(C-type)

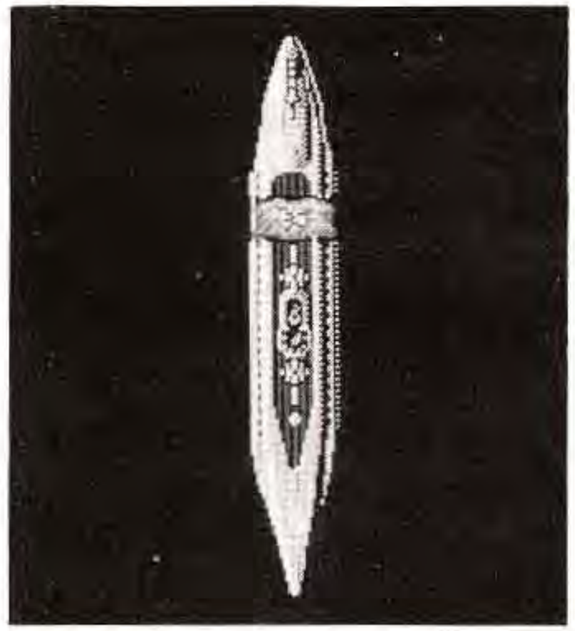
Yunkel JU88r-1
fighter bomber

V-II missile

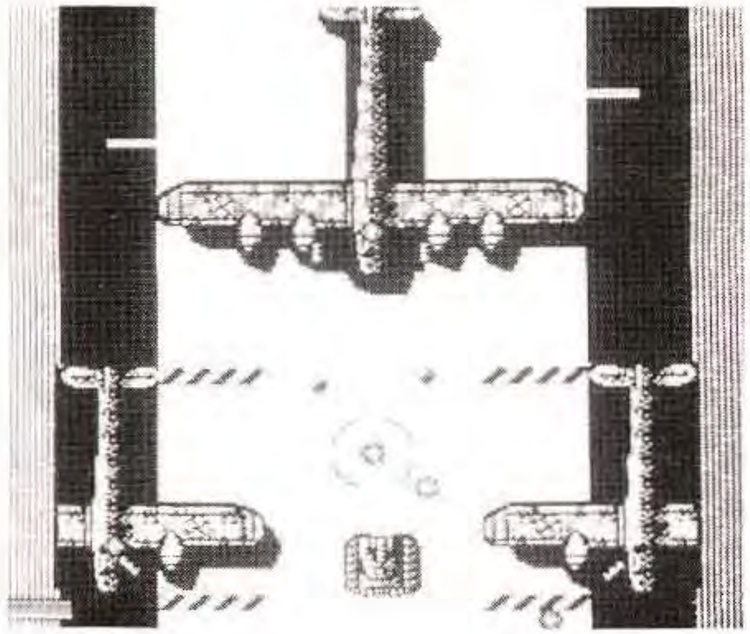
Think Tank
(F-type)



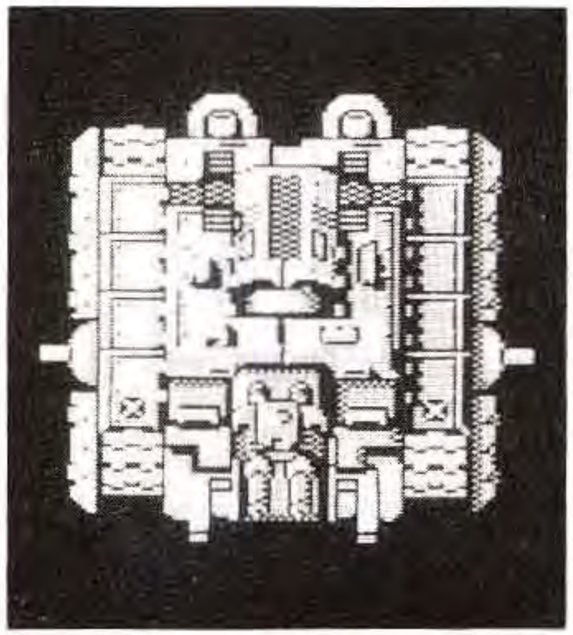
Captive (including
ally's spy)



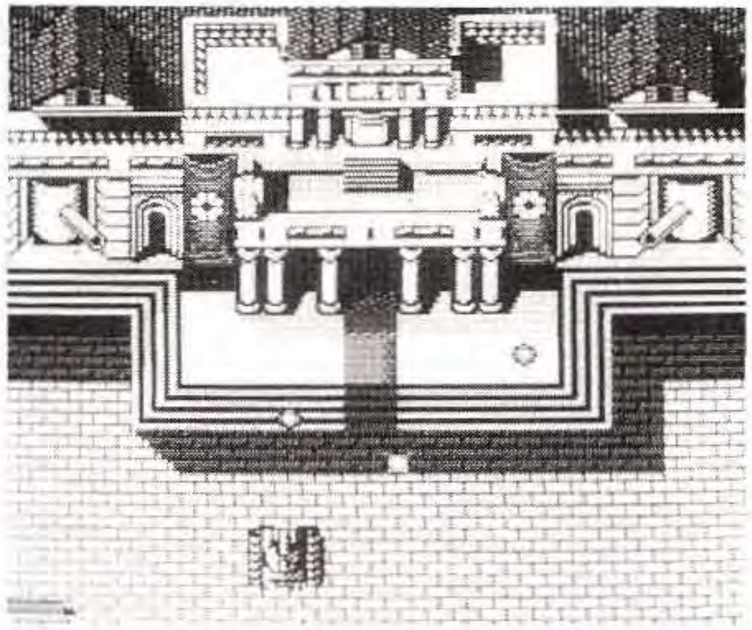
Venglar-Rank
fighting
submarine



Base Station



Think Tank
main body



Headquarters

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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